# VICTORY
## INSIDER

# HELL'S
Holland, 1944
# HIGHWAY
## Operation Market Garden

Victory Games Inc.
VG

# Thrilling TALES OF VICTORY

## 'NATO: The Next War in Europe' Big Success at NGAP 83-84

The finals of the American Wargaming Association's fourth annual Northeast Gaming Association Playoffs were hosted by the Connecticut Games Club on February 11, 1984.

The event was co-sponsored by Victory Games. Teams representing wargaming clubs from all over the northeastern U.S. competed. Victory Games' *NATO: The Next War in Europe* was played as a unique experiment — to try a new game that could not yet have been mastered by anyone.

The experiment was quite successful. *NATO: The Next War in Europe* provided play that was intense, exciting, and incredibly balanced. In the semi-finals, the University of Massachusetts defeated the West Point Wargames Committee with a marginal victory. Their capture of West Berlin by the Warsaw Pact countries became the deciding factor in that game. Then, the University went on to beat the Central Connecticut Wargaming Association in the closest final in the NGAP's four-year history.

The University of Massachusetts Strategy Games Club took first place in the competition; Central Connecticut Wargaming Association took second; West Point Wargames Committee finished third. Fourth, fifth and sixth places were won by the Southeastern Massachusetts Gamers Association, Connecticut Game Club, and Sugar Hollow (Danbury) Wargamers. The Stamford Wargamers, Mercer Adventure Gamers, and The Pioneer Valley Military Strategists took seventh, eight, and ninth places. Mark Horan, who played for University of Massachusetts, received the most valuable player award. First price: a copy of *NATO*.



Mark Horan (l) is awarded the MVP award — and a copy of NATO — by Commissioner Jeff Cornett at the NGA Playoffs.

Victory Games congratulates all of the competitors at the Northeast Gaming Association, and we hope to see all of you again next year.

*Unabashed plug department:* people interested in more information about the American Wargaming Association and its tournaments should contact Jeff Cornett; 11 Robert Frost Dr.; Shelton, CT 06484.

— Paul Murphy

## W. Bill's OVERSIGHTS

It had to happen some time, but it sure doesn't feel good when it does. Errors crept into the first issue of the *Insider* that should be resolved.

First, the author of the *Gulf Strike* article was none other than Mark Herman, noted game designer, and Executive Editor of the *Insider*.

Second, the artist who drew the front cover was Charlie Kibler, from the Avalon Hill Art Department. These two gave body and image to the *Insider*. Without them, we would have been sound and fury, with two pages of ads and blather by the M.E., and where would that leave us?

— W. Bill

# RED DEVILS AND IRISH GUARDS

## Allied Strategy in Hell's Highway

### By John H. Butterfield

The historical campaign game of *Hell's Highway* can be a frustrating experience for an Allied player who begins the battle on the wrong foot. The extremities of the battlefield are the key — the Meuse l'Escaut Canal bridgehead, held by the Irish Guards of XXX Corps; and the Neder Rijn crossing at Arnhem by the 1st Airborne Division. As the Allied player, you must deploy and move the British units in these areas with chess-like precision on Turn 1.

### XXX CORPS: Outflank and Penetrate!

The powerful forces of XXX Corps face their toughest opposition during the opening turns of the game, between the bridgehead and Eindhoven. Your objective is simple: move north on the highway at all costs. Unfortunately, this maneuver also simplifies the German Player's objective: block the highway at every opportunity. Therefore, you must attack the German forces with such efficiency and power on Turns 1 and 2 that you destroy his entire front before he can mobilize — an undertaking that is more easily formulated than accomplished. Here is a plan that usually works.
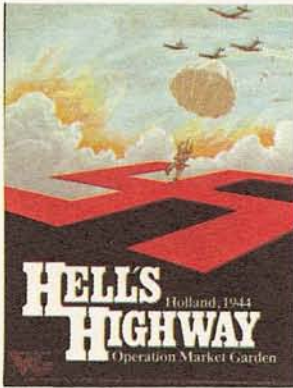
*Initial Deployment:* As stated in the rules, you must place five units of the Irish Guards in the bridgehead. You may then place any of the twelve other XXX Corps units available on Turn 1 that will fit in the bridgehead. See the deployment plan in *Figure 1*. Note that the two armor units on the highway should be in Travel Mode. Five units available on Turn 1 are not placed in the bridgehead; three of them will enter as reinforcements, as described below.

*Airstrikes:* The outcome of XXX Corps operations on the first two turns is largely determined by the success of your initial airstrikes. Remember, a successful airstrike on Turn 1 will disrupt the target until the German player-turn of *Turn 2*. While it's heartwarming to eliminate a unit, disrupting it is sufficient since the unit will exert no control, cannot fire, and can be bypassed, allowing your units to attack other German forces further behind the front line.

Use all six of your available air points to conduct airstrikes against German units in the following hexes (the total modifier to each airstrike die roll is listed in parentheses): 0109(+1), 0211(+2), 0215(+3), 0313(+1), 0513(0), 0713(-1).

*First Moves and Attacks:* Let us assume you rolled a "3" (unmodified) for each of your airstrikes, an average result slightly in the German's favor. This would disrupt the units in hexes 0109, 0211, 0215, and 0313. You would then move your units and bring in the three reinforcements also. Note that your Guards headquarters moves to a location from which it can lend combat engineer support to many different attacks. After completing the moves, conduct the following three attacks:

*Attack 1 against 0513:* Four units attack with engineer support. The British units in hexes 0512 and 0514 use indirect fire so they are not subject to defensive fire and their control will isolate the German unit at the moment of offensive fire. The other two units conduct direct fire. Even if German defensive fire disrupts the strongest unit, offensive fire will still be resolved on the "21+" column of the Fire Table with a "+6" die modifier (+4 for broken terrain, entrenchments negated, +2 for German isolation). Any offensive fire result eliminates the German unit.

*Attack 2 against 0211:* Three units attack with engineer support. All units use direct fire. The defender cannot conduct defensive fire because he is disrupted. Any offensive fire result eliminates the German unit.

*Attack 3 against 0313:* Four units attack with engineer support. All units use direct fire. The disrupted defender cannot fire. Any offensive fire result eliminates the German unit. Use exploitation movement to advance the two armor units in Travel Mode to hexes 0513 and 0412.

*Alternate Moves and Attacks:* Assuming you had bad luck and rolled a "2" (unmodified) on each of your airstrikes, disrupting only the German units in hexes 0211 and 0215, you would then move your units and conduct the following four attacks:

*Attack 1 against 0211:* Three units attack with engineer support. All units use direct fire. The disrupted defender cannot fire. Any offensive fire result eliminates the German unit.

*Attack 2 against 0513:* Two units attack using *indirect* fire. The purpose of this attack is merely to pin the German unit. The offensive fire is resolved on the "16-18" column of the Fire Table with a "0" die modifier (defender entrenched in broken terrain). There is a 1/6 chance that the German unit will lose one step at no risk to the British units.

*Attack 3 against 0313:* Three units attack with engineer support. All units use direct fire. The disrupted defender cannot fire.

### Figure 1: XXX Corps Deployment

'YOUR OBJECTIVE (WITH XXX CORPS) IS SIMPLE: MOVE NORTH ON THE HIGHWAY AT ALL COSTS. THIS SIMPLIFIES THE GERMAN PLAYER'S OBJECTIVE: BLOCK THE HIGHWAY AT EVERY OPPORTUNITY. THEREFORE, YOU MUST ATTACK WITH SUCH EFFICIENCY AND POWER THAT YOU DESTROY HIS ENTIRE FRONT BEFORE HE CAN MOBILIZE.'

Any offensive fire result eliminates the German unit. Use exploitation movement to advance the two armor units in Travel Mode to hexes 0313 and 0212 (if the German unit in 0513 is disrupted in Attack 2, advance the units to 0412 and 0313).

Attack 4 against 0215: Two units attack without engineer support. Both units use direct fire. The disrupted defender cannot fire. This attack is not critical but it will probably cause the German unit to lose a step at no risk to the attackers.

*Turn Two:* Swarm ahead with your infantry units, attacking and outflanking any units that the German player does not move out of your path. Attack German units to the side of the road only if they threaten the road itself. You will have plenty of units entering the map later on to mop up stragglers. Bring in the two Turn 1 reinforcement units that were not able to enter earlier, and bring in two motorized infantry units and two armored recon units eligible to enter this turn. Continue east until you reach Arnham.

### THE FIRST AIRBORNE DIVISION: Hold that bridge!

Your objective as commander of the "Red Devils" is to get units into Arnhem and delay co-ordinated attacks by the German player against the bridge defenders for as long as possible. Once the 2nd SS Panzer Corps is on the battlefield and organized, a slow, methodical elimination of your bridge defenders is assured. Given poor Allied play, the Germans will start pounding on the British in hex 7917 on Turn 3. On the other hand, with an effective British deployment, the Germans will not be able to mount powerful attacks against you until Turn 5 and will not be able to assault the paratroopers in hex 7917 until Turn 7 or 8.

*Initial Airlandings:* Proper play of the Red Devils begins with the drop zone assignments. *Figure 3* shows the best drop hex assignments for the units available on Turn 1. The bottom unit in each stack is generally more important than the top unit on Turn 1 and should check for disruption first; because the unit in each stack that checks for disruption second has a slightly higher chance of disrupting with a step loss.

Note that although hex 8010 can be used for airlanding, you should not place units there, because the airlanding die roll would be adversely affected by the German unit in hex 8011.

*Initial Moves:* After completing the Airlanding Procedure,

move those units that are not disrupted. The following unit-by-unit summary assumes that no British units were disrupted. Of course, the chance of that happening is very small. The summary explains the reason for the move and offers alternative moves for each unit if other units are disrupted.

*(1/1P/1) in hex 7709:* Enter Travel Mode and move towards Arnhem as shown, regardless of what other units disrupted. Move to hex 7917 or 2017 in Combat Mode on Turn 2.

*(1, recon) in hex 7709.* Remain in this hex so that the other unit can fulfull its orders, regardless of what other units are disrupted.

*(3/1P/1) in hex 7807:* Move to hex 7810 so the unit can enter Travel Mode on Turn 2 and move towards Arnhem behind the faster motorized recon units. However, if the German 16SS unit cannot be attacked with at least 3 units on Turn 1, move to hex 8010 to aid the attack instead (using indirect fire).

*(1, HQ) in hex 7807:* Move to hex 8009 to give combat engineer support to the attack against the 16SS unit, regardless of other units disrupting.

*(1, recon) in hex 7808:* Move to hex 7608 so that the unit can enter Travel Mode on Turn 2 and move to Arnhem, regardless of other units disrupting.

*(1/GP/1) in hex 7808:* Move to hilltop hex 7811 so that, if the 16SS unit survives the Turn 1 attack, that unit can surround the enemy on Turn 2. However, if *1/1P/1* or *2/1P/1* is disrupted, enter Travel Mode and move along the Doorwerth-Arnhem minor road instead.

*(2/1P/1) in hex 7809:* Enter Travel Mode and move towards Arnhem as shown, regardless of other units disrupting. If *1/1P/1* is disrupted, move one hex further to 7812. Move into Arnhem on Turn 2.

*(1, artillery) in hex 7809:* Support the attack against the 16SS unit by conducting indirect fire. Do the same on Turn 2, if necessary.

*(Ksb/1A/1 & Ksb/1A/1) in hex 7909:* Both units move to hex 7911 to attack the 16SS unit with direct fire. However, if fewer than two units are able to enter Travel Mode and move along the Doorwerth-Arnhem minor road, one of these two units should enter Travel Mode and move along the road via Heelsum.

*(1B/1A/1, H) in hex 8009:* Move to hex 8010 to attack the 16SS unit with indirect fire, regardless of other units disrupting.

*(1B/1A/1, w/o H) in hex 8009:* Move to hex 8210 so that the unit can take advantage of many movement options on Turn 2, including entering Travel Mode and marching to Schaarsbergen if the Allied player feels daring! However, if the 16SS unit cannot be attacked with at least 4 units on Turn 1, move to hex 7911 or 8111 to attack the enemy with direct fire instead.

*(2ss/1A/1 & 2/GP/1) in hex 8109:* Move to hex 8111 to attack the 16SS unit with direct fire, regardless of other units disrupting.

### Considerations for Turn 2

*Western Flank:* After the 16SS unit is dealt with, a few glider units should head west to set up a line in the hills and to defend the 4th Parachute Brigade's drop zone.

*Secondary Bridges:* British units will pass the Driel ferry and a non-road bridge as they move along the Doorwerth/Arnhem road. The German player will almost certainly destroy these crossings. If he does not, you have a golden opportunity to grab the south end of Arnhem bridge. Later, however, the intact crossing will become an additional avenue of attack for the German player that you will have to defend.

*Arnhem Flank:* If you are able to move a strong unit into hex 7917 in Combat Mode on Turn 2, consider attacking the heavy flak unit across the river. Although the flak unit poses no direct threat to you, clearing it from the hex will give you the option to grab the south end of the bridge early.

### Turn 3 and After

Set up a defensive perimeter anchored on the Neder Rijn so that the units of the 1st Airborne can give each other mutual support for as long as possible. Fall back to shrink the perimeter only when necessary to preserve units. The extent of this perimeter depends on your fortunes on Turns 1 & 2. *Figure 4* shows the general size of a good starting perimeter and how your lines should fall back as the game progresses.

*Forward Perimeter:* Given a reasonable airlanding, you should be able to set up this line by Turn 3. If the airlandings go well, actions shown by the arrows in *Figure 4* should also be undertaken. If you get very lucky and eliminate the 16SS unit on Turn 1, you should be able to extend your perimeter to control all the woods between Oosterbeek and Schaarsbergen.

*Primary Perimeter:* Fall back to this line around Turn 6. If the initial airlandings go poorly, this line may have to serve as the forward perimeter. However, you must guard the drop zone of the 4th Parachute Brigade until their airlanding is completed.

*Secondary Perimeter:* When the Germans really start to squeeze, around Turn 9, fall back to this line, even if there is still an isolated British unit in hex 7917 (Arnhem bridge).

*Final Perimeter:* If you've only got half a dozen units left, fall back to this line and keep a lookout for the XXX Corps!
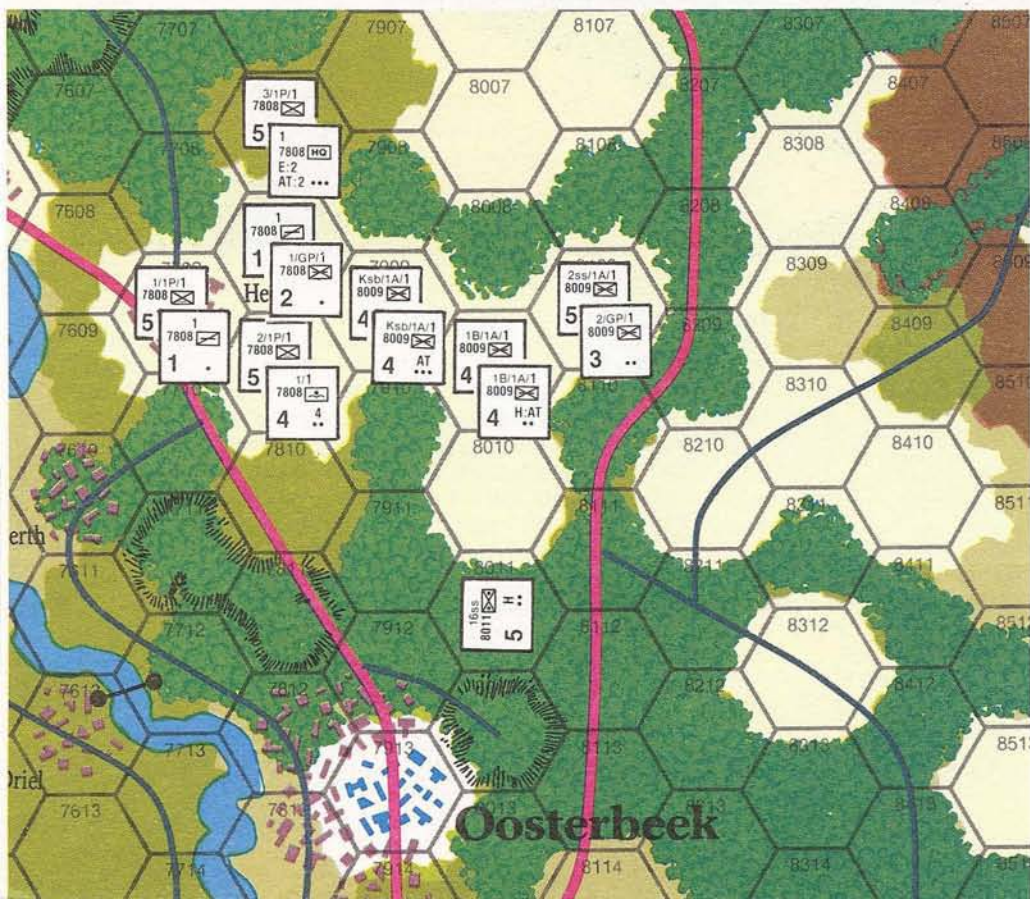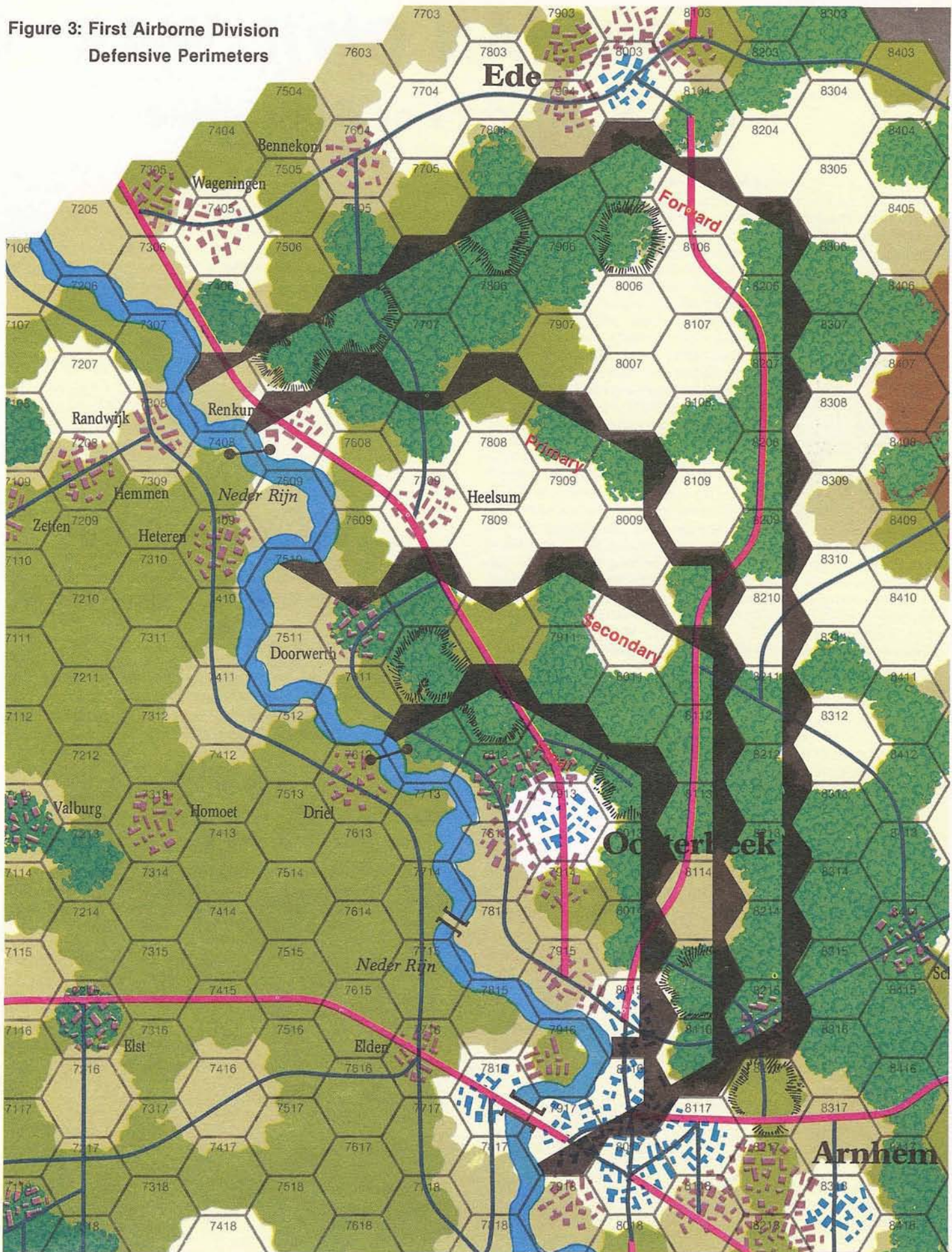
**Figure 2: First Airborne Division Deployment**

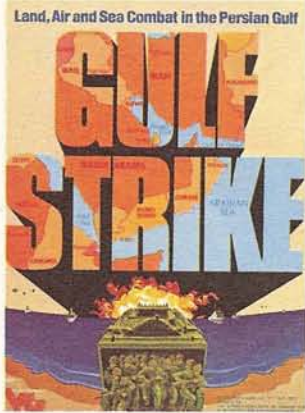Figure 3: First Airborne Division
Defensive Perimeters

# THE IRANIAN CIVIL WAR
## A New Scenario For Gulf Strike

### By Mark Herman

In 1984, the Ayatollah Khomeini dies in Qom. A mullah successor Ayatollah Ban Ghani takes power. The war with Iraq continues. Left wing elements (including surviving Tudeh party cells) are ruthlessly suppressed. This bloodshed coalesces the moderates in the south to react leading to a state of total anarchy in the country. At this point the army mutinees. A new Iranian Nationalist movement forms in Khuzistan around the son of the shah, promising democracy, not monarchy and a revitalization of the country. The revolt began in Megahex F-06 and quickly spread to G-07 and G-08 bringing the navy and the majority of the air force into the revolt. A cease fire is declared with Iraq by the Nationalist forces temporarily ending the conflict in that sector. The Tehran government starts an offensive to put down the revolt but it becomes bogged down in the mountains around Esfahan. An uprising in the city of Shiraz overthrows the government administration and welcomes the Nationalist forces who are continuing to be successful in the mountains. A limited Nationalist offensive along the coast is successful and culminates in the capture of Bandar Abbas (Nationalist forces control Megahexes F-06, G-07, G-08, H-07, H-08, and J-08). The Tehran government in the north is thrown in total disarray by this success.

In this environment of anarchy the Kurds increase their activities (Megahexes F-05 and E-05) while a republic of Baluchistan is declared (Megahexes L-08, L-09, and M-08).

In June of 1985 the city of Tabriz rises in revolt lead by a left wing party calling itself the "Party for National Reconciliation". They invite the USSR to enter the country and restore order. On June 20, 1985 the Soviet forces roll over the Iranian border calling on all forces to lay down their arms. Iraq declares an indefinite cease fire and adopts a neutral posture.

### GAME LENGTH

"The Iranian Civil War" can be played to completion in 45 hours. The game ends at the conclusion of Game-Turn 30.

### MAPS

Use Operational Maps A, B, and C and the Strategic Map.

### PLAYERS

Player A begins the game as the Initiative player and controls the USSR forces. Player B begins the game as the Reaction player and controls the US, Iranian Nationalist, and Governmental forces. A multi-player game could have the Government, US, and Nationalist forces played by different participants.

### POLITICAL RULES

Iraq, Kuwait, Saudi Arabia, Qatar, Bahrain, and UAE are neutral and do not set up their forces except their air units. No ground forces may enter these countries. US air units may fly over the territories of these countries freely whereas all Iranian and USSR air units are intercepted and attacked, if possible. Each Unit Assignment Stage, all air units are placed in Intercept mode. The interceptions are handled by the U.S. player on a case by case basis. These sorties do not expend Supply Points. All other rules are in effect the airbases and air units may be attacked.

### SPECIAL RULES

(1) US forces may not enter non-Iranian Nationalist Megahexes until they are attacked by USSR forces. If USSR units enter Nationalist Iranian controlled Megahexes the US may attack and intercept freely. Once either of these conditions occurs the US movement restriction is permanently lifted for the remainder of the scenario.

(2) US forces may stack with Iranian Nationalist forces but with no others.

(3) All Gulf Council countries except Oman are neutral. Omani forces will not attack unless their airspace or units are attacked but US forces only may use their facilities. US units only may use any Omani strategic or operational hexes without restriction.

(4) All Gulf Council countries except Oman although neutral will allow US air force units to fly over their territory freely. USSR overflights will trigger interceptions. Place these air forces on the map (if necessary).

(5) Nationalist forces must keep at least 3x Brigades of combat forces in Megahex F-06 at all times. Failure to comply reduces the supply point reinforcements each Game Turn the condition is not fulfilled by one third (round down). The Brigades may have any number of hits.

(6) Seven Game-Turns after US intervention, Nationalist forces may form Division size units with the armor and mechanized units. Prior to this they may not form Division sized units. All the rules for Breakdown and Recombination apply. In addition 5x F-4 air units are received at a Nationalist controlled airbase, if none are available these air reinforcements are lost permanently.

(7) Nationalist air units can be launched for interception through a US E-2 or AWAC EWDA unit.

(8) Iranian government units will attack "anyone" who enters one of their initially controlled Megahexes.

(9) Although the Iranian government forces are controlled by the US/Iranian Nationalist force player they may not leave one of their initially controlled Megahex areas unless forced by retreat or other combat conditions. They must attempt to reenter their controlled Megahexes as soon as possible. Whenever an Iranian government unit is in anyones ZOC they will attack if possible. If a choice is available roll the die to see which units are attacked.

(10) Whenever a non-USSR unit enters a Kurdish controlled Megahex (F-05, E-05 on the Iranian side of the border) except units that begin in Kermanshah (1023), Hamadan (1622) and Arak (1926), they are attacked. Units that begin in the specified cities are only attacked if they leave the cities in which case they are treated as if they had just entered the Megahex. Additionally any non-Soviet units that enter Baluchistan (Megahexes L-08, L-09, and M-08) are effected in the same fashion. Although the Kurds and Baluchs do not have any combat units on the map their forces have the following capabilities: movement costs for non-USSR units in these Megahexes are doubled (note that certain formations will prohibit movement). In addition, each time a unit initially enters these Megahexes (full or partial) they are attacked using the following table. Once having entered a Kurdish or Baluchi Megahex the unit is not attacked again unless it first leaves then reenters the same

Megahex. Moving from one Kurdish/Baluchi Megahex directly into the other elicits another entry attack.

Kurdish/Baluchi Attrition Table

When to Use: Each time a non-Soviet unit enters a Kurdish/Baluchi controlled Megahex.

| Type of Unit | Die Roll |
|---|---|
| Armored | 1 |
| Infantry | 2 |
| Support/Truck and Other | 4 |

Explanation: If the die roll is equal to or less than the indicated die roll for the appropriate unit type the unit takes one hit. A unit can be eliminated in this manner.

(11) The Kurds never surrender and the effect of special rule 10 lasts for the entire scenario.

(12) The Baluchis can be defeated neutralizing the effect of rule 10. The Baluchis can be defeated in the following manner. On any turn after Game-Turn 3 that a Random Political event occurs the Pakistan forces are automatically activated (See Scenario 1, 46-L, Special Pakistan Rule). If no Soviet ground units are present in Baluchistan and a Pakistani unit enters operational hex 6162 while at least one Pakistani/or other US controlled unit occupies each of the other Megahexes the Baluchis are defeated and all effects of Special Rule 10 are ended for the remainder of the scenario. If a Soviet ground unit is present this cannot occur. All Soviet units in this case would first have to be ejected before the Baluchis could be defeated.

(13) Automatic Random Events on Game Turns 1, 2 and 3.

## SUPPLY POINTS

Initial Supply Point Levels: USSR (150), Iranian Government (70), Iranian Nationalist (80), US (40).

On all Game-Turns following Game Turn 1, each country receives the indicated number of Supply Points during the Global Military Stage: USSR (60), Iranian Government (15), Iranian Nationalist (25), US (30, provided the US Supply Head is not subjected to any form of combat during the previous Game-Turn).

VICTORY CONDITIONS: Identical to Scenario 2.
The Iranian Civil War
Orders of Battle (Units are listed in the order that they set up)

## USSR

Identical to Scenario 2 with the addition that the 7th Army units may also set up in any Operational hex within Megahex F-03.

## US

Identical to Scenarios 1, 2, and 3 with US activation on Game Turn 1.

Iranian Nationalist Forces

Initial Areas of Control:
Megahexes F-06, G-07, G-08, H-07, H-08, J-08, K-08.

Placement of Forces: Forces may be placed in any full operational hex within an area of control plus any hex in Megahex G-06 within 5 hexes of Dezful (1431) or 2 hexes of Bourujen (2535).

Army
1st Division (in Brigades — one hit each) Armored
2nd Division (in Brigades — one hit each) Armored
3rd Division (in Brigades — one hit each) Mechanized
4th Division (in Brigades — one hit each) Armored
5th Division (in Brigades — one hit each) Armored
6th Division (in Brigades — one hit each) Mechanized
7th Division (in div. or Brigade 3 hits division or 1 per Brigade) infantry
8th Division (in div. or Brigade 3 hits division or 1 per Brigade) infantry
9th Brigade (one hit) infantry
10th Brigade (one hit) infantry
11th Brigade (half strength side-no hits) armored
1x Marine Battalion
1x Airmobile Brigade (one hit)
2x Artillery Brigade (no hits)
3x Headquarters (no hits)
3x Air Defense Brigade (no hits)
4x Truck
Air Force
4x Airbase (Bandar Abbas, Shiraz, Busheir, and Dezful)
3x F-4
1x F-14 EWDA
2x F-5
1x AH1
1x CH-47
1x C-130
1x SH-3

Navy
1x DD
1x FAC
1x Amph
1x FF

## Iranian Government

Initial Areas of Control
All Megahexes in Iran not controlled by Iranian National forces, Kurdish (See Special Rule 10), Baluchi (See Special Rule 10), and Megahex F-03. Units that set up in Megahex G-06 may only deploy in city hexes.

Army
17x Militia Infantry Division (no hits)
16x Militia Infantry Brigade (no hits)
1x Artillery Brigade (no hits)
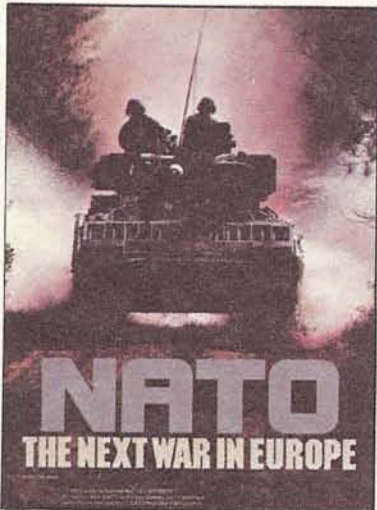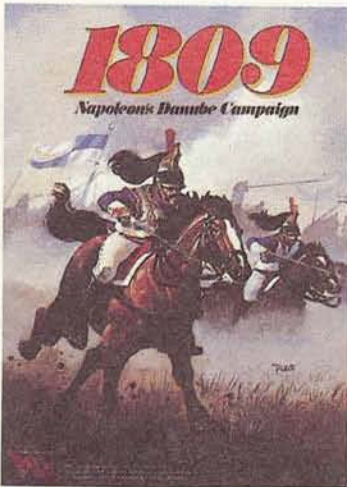1x Air Defense Brigade (no movement allowance—in Tehran—no hits)
1x Headquarters
4x Trucks

Air Force

2x Airbase (Both in Tehran)
1x F-4
2x F-5
1x CH-47

Navy-None

### Inside Insider #3:

## SARGE SEZ . . .

# WRITE!



"TenSHUN! The Lieutenant's asked me to say that we're looking for volunteers to fill the ranks of the *Victory Insider*. This mission requires split-second timing, in-depth knowledge of the latest games from Victory, and a willingness to get the job done.

"The Lieutenant also says that this job will pay the same rates as *The General*. That's $18 per magazine page, $27 per page if you want AH or VG products.

"So who's volunteering? Moore! Ryer! Koller! Herman! Report to the Lieutenant at 0300 hours in full field pack and typewriter. On the double!"
"DISMISSED!"

# VIETNAM

## New from Victory Games for Spring 1984!

This comprehensive multi-scenario simulation covers the conflict in all its aspects from 1965 on, with particular emphasis on operations and political control throughout the provinces. This innovative, highly detailed system features a range of scenarios that can be played in as little as three hours or for days on end. The use of battalion level units, airmobile operations, air strikes, naval gunfire, Viet Cong hidden movement, and free fire zones all contribute to the game's accurate portrayal of the years of bitter struggle.

**Components:** Rules booklet, two 22"×32" full-color mapsheets depicting all of South Vietnam and adjoining areas of Laos and Cambodia, 780 die-cut cardboard playing pieces representing all major belligerents, one six-sided die, and plastic counter storage tray.

**Complexity:** Very high. **Solitaire Suitability:** Medium. **Time Scale:** Two turns per Season. **Map Scale:** Six miles per hex. **Unit Scale:** Division/regiment/battalion. **Players:** Two. **Playing Time:** From 6 hours for a short scenario, to a hundred or more hours for an entire campaign.

#30005
**VIETNAM**
$20.00
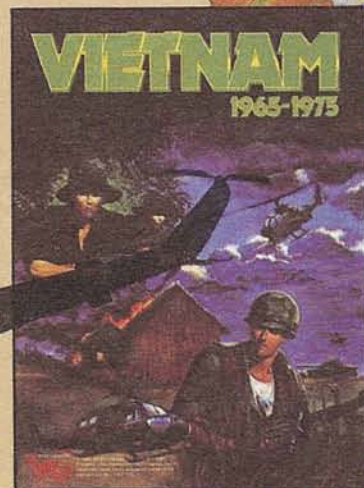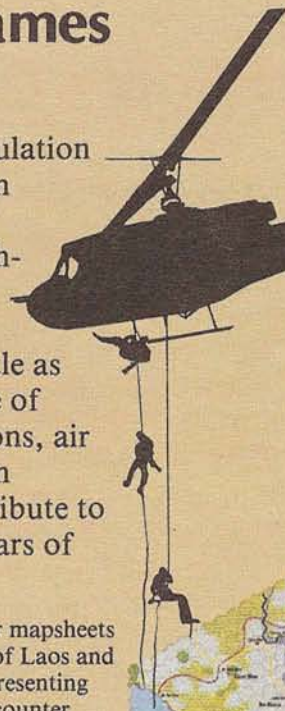
## 1809
### Napoleon's Danube Campaign

An exciting subject, a sophisticated design, and an exceptionally easy to learn set of rules —*1809* is a masterpiece of Napoleonic gaming. Trace the entire campaign, from Ratisbon to Wagram, or enjoy the challenge of the Essling and Wagram battle scenarios. The game includes extensive rules for leadership, command, bridging, march, and combat, as well as optional rules for hidden deployment, combat effectiveness, and fatigue.

**Components:** Rules booklet, two 22"×32" and one 22"×16" full-color mapsheets, two organization displays, 260 die-cut cardboard playing pieces representing leaders and combat units, one six-sided die, and plastic storage tray.

**Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** Two days per turn. **Map Scale:** Three miles per hex. **Unit Scale:** Division/brigade. **Players:** Two. **Playing Time:** From 3 hours for a short scenario, to 20 or more hours for an entire campaign.

#30006
**1809**
$18.00
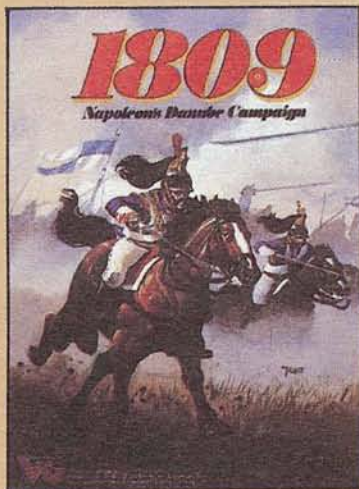
# AVALON HILL MICROCOMPUTER GAMES
## *Setting The Standard*
## *For Computer Games!*